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HIGH-END

THE MAGAZINE FOR ADVANCED VIDEO GAMERS

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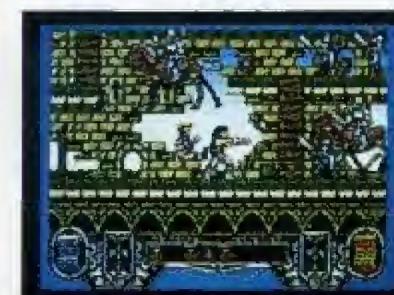
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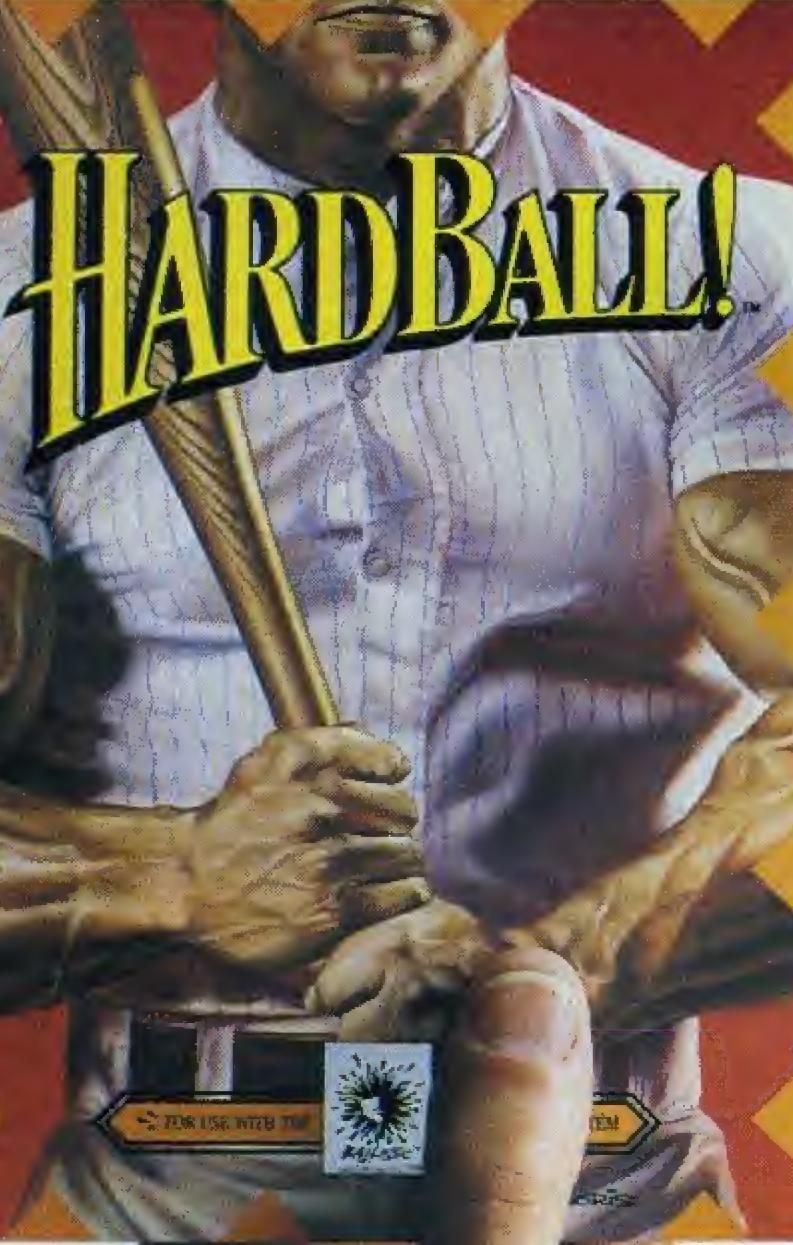


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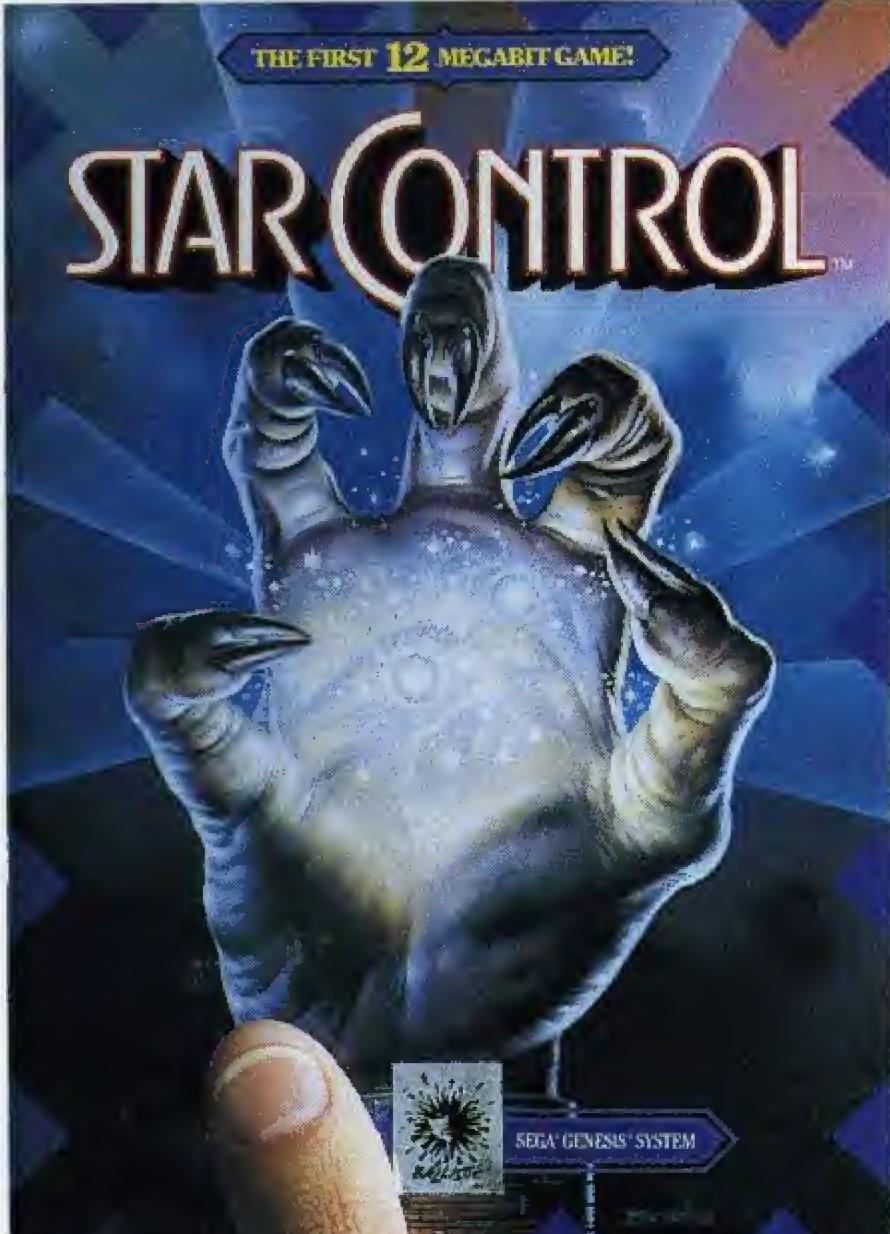
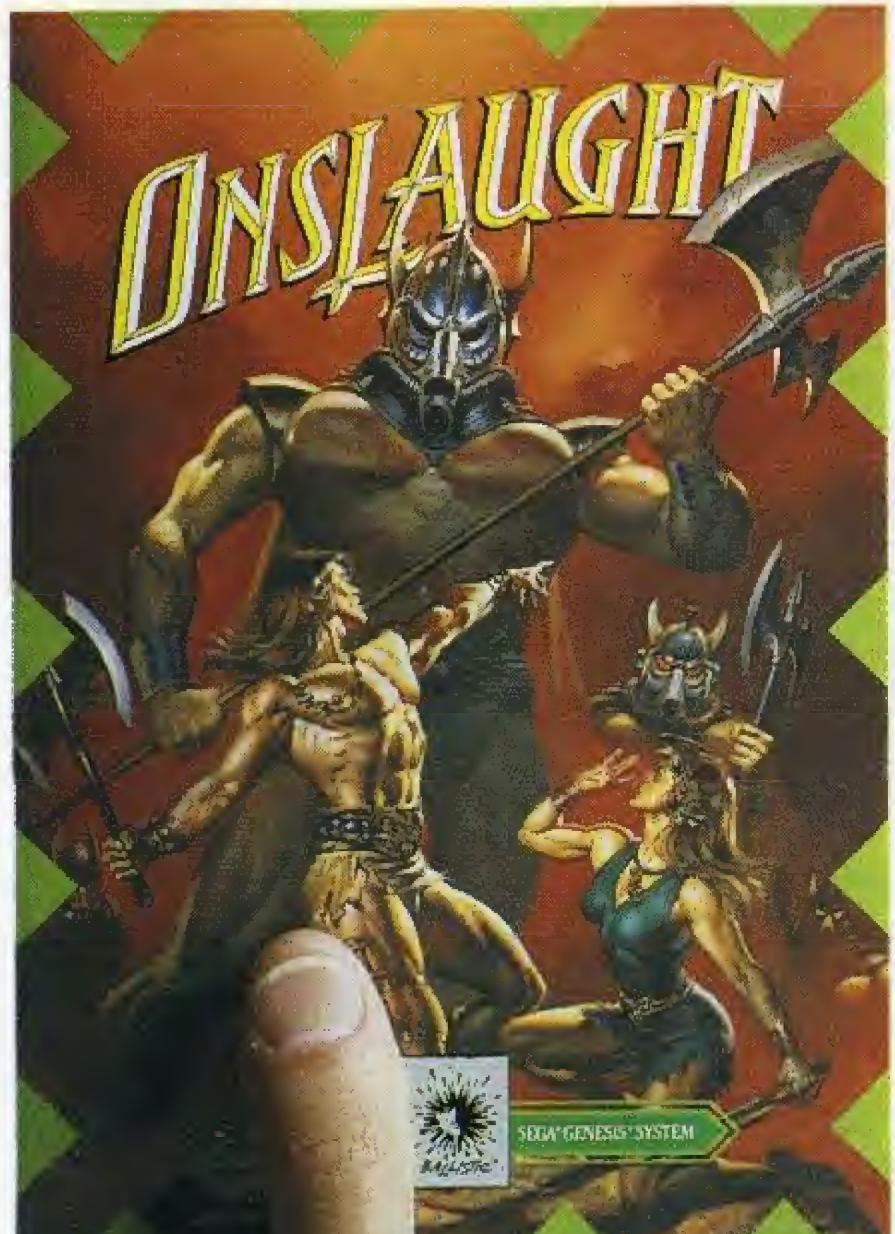
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BALLISTIC.



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Letter from the Editor

Hello Gamers!! High-End is celebrating its 1st birthday this month. I can't believe it. Where has the time gone? What a year it has been! There are so many people I want to thank for helping make this last year really special. All those people are the best people I have ever dealt with! Above all that though, we believe High-End is a magazine needed in this business and now the industry believes it too.

Also, I would like to thank the people in the industry who we have dealt with throughout the year. All my friends at Electronic Arts, you guys are tops! Thanks to Melinda and the crew at Accolade for believing in High-End from the start. Courtney, from Hill and Knowlton you're great! Tom, from Edelman Worldwide, thanks for being a friend. Bob and the crew at Atari, I have many more opinion columns waiting in the wings! The people at Acclaim, Ellen, Rebecca, Kent, Tom (Mr. Prez), Al, and the rest of the crew at Sega who have been very supportive of High-End from day one. Thanks to Kay from Konami (a great person), Laurie and everybody at Capcom! To the crew at Sunsoft and all the rest of you thanks again!

*Todd Capriotti
Editor in Chief*

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Stealth Stalks The Industry. Greetings High-End Gamers! Stealth is on the scene (actually, lurking behind the scenes), keeping track of news and information in this quickly changing industry. The future direction of this column is largely up to you, the High-End reader. Your mission (should you accept it), is to make Stealth aware of any info (fact, NOT RUMOR) that crosses your path. Work in the industry and find it convenient to pass along some knowledge anonymously? Outside the inner circle and heard something that sounds legit and want it confirmed? Have a major irritation and want to clear the air? Let Stealth know. This is your column.



Acclaim Entertainment is making news... These folks have branched out from their original Nintendo license and bought or added labels, such as LJN, Mirrorsoft/Arena, and Flying Edge. Interestingly, Acclaim has never developed a title internally, but they do concept development and farm out production to outside programming groups. At a time when most of the major publishers have development for one or two particular CD-ROM systems, Acclaim has announced that rather than backing a specific piece of hardware—they've decided to hedge and back them all, to a degree. The word is that they have put quite a bit of cash into what they are calling a "platformless approach" to CD programming. The idea here is that rather than guessing and hoping that they choose the winner in the CD-ROM race and possibly making a very expensive mistake, they have put their dollars into creating a platform-independent approach that will allow any outside developer to create the game first, and port it at will to whatever CD system they wish. Using what they call mathematical actors, 3-D human modeling and emulation, Acclaim will give their development groups the tools to put out product on any system. After the initial investment on this platformless tool, the claim is that they will be able to put out

cost effective product that will knock your socks off! When you ask? Within months. In short, it sounds like a smart move from a company that is and will continue to be a big player.

Sega has learned from the Big N's difficulties with Galoob and is not outwardly making a stink about the Action Replay, Genesis Genie, or the soon-to-be-available Pro-Action Replay. Heard about this one? The Pro-Action Replay is reputed to be able to crack the code on any Genesis/Mega cart and tell the user how to change the game parameters with five specific techniques. It will have the ability to increase the lives and power of many gamers' characters, among other advances. The list price is supposed to be \$89. If it works as promised, this product may sell very well, big price or not. Kind of an auto-configuring genie...look forward to seeing it.

This column is your chance to offer feedback quickly and easily. I'd like to hear from you. It would be just between the two of us and the readers. You'd be guaranteed anonymity. Go ahead, lighten my workload. Any info gets a handy-dandy High-End T-shirt. You can make the pass three ways: 1) Call and leave a message on the High-End voice-mailbox, attn. Stealth, at 215-698-8455; 2) Use your computer and Prodigy, Attn. Id # BXBV91A; 3) Use MCI mail to E-Mail me at MCI: Stealth. Do it. It'll cleanse your mind.

STREET FIGHTER II ★ CHAMPION EDITION PT. II



By Chris Ryu Tang

I'm back, and as most of you know, Capcom's Street Fighter II Champion Edition is finally here!

The hype and rumors are over—you can now experience the game playing across the nation! Let High-End be your helpful guide to the new moves and madness that make up this sequel to the No. 1 arcade legend!

TAKING a look at the last issue, you'll find that we reviewed a preliminary, unfinished alpha version. To my surprise, many changes have been made in the final version—most for the better! For example, I'm very happy that Chun Li has been restored to her original beauty. Also, details such as Honda's invincible headbutt and Blanka's projectile-transparent electric shock have been toned down or omitted, and better new features have been added to each character! **Now get the inside story on the first detailed article covering the final version!** For those of you who weren't with us last time: Street Fighter II Champion Edition is a semisequel to the original with enhanced gameplay and new features. The most notable feature is the way two players can fight each other using the same character. Another improvement is the addition of the four "boss" characters to the selectable character set. There is now a total of 12 fighters to choose from! Balancing the dozen characters helps improve the already awesome gameplay. Most of the bugs present in the old version have been removed, and re-dizzy combos can no longer cause repeated dizziness. Your favorite non-Guile/Dhalism characters now stand a chance, with new moves and techniques to master! Capcom also made minor graphic changes in the close-ups, backgrounds and endings. The result of all these efforts?...A new and improved Street Fighter experience!

Now let's get into the characters and their new moves and techniques! To become a true master, you must familiarize yourself with all 12 characters!



THE CHARACTERS

**RYU AND KEN** *New outfit colors: Gun Black and Dark Blue*

I'll combine this section to effectively contrast the once identical fighters. That's right, Ryu and Ken are now different! The two karate masters have trained on their own, developing individual fighting styles. Ryu stayed in Japan practicing his long-range Hadoken (wave punch) attack. You'll notice a dramatic improvement as Ryu's Hadoken's are released with unmatched speed! With the right timing, Ryu can trap an opponent in a corner and use the ever-formidable Shoryuken (Dragon Punch) whenever necessary. Ken's training has been as important to him as his love life, so he trained hard to improve his Shoryuken, which now has three times the range!

Ken's Shoryuken is best suited for long-range counterattacks, while Ryu's can be used at close range, where more damage can be done. Ken's Tatsumakisenpukyak (Hurricane Kick) now spins incredibly fast, although Ryu's version of the move has a much greater range. Changes have been made to the jumping distances of both Ryu and Ken. Their jumping range has been decreased just slightly, making it easier to nail their opponents with jump kicks. With all these new abilities, Ryu and Ken are back in the action!

**CHUN LI** *New Outfit Color : Hot Pink*

Unlike the prerelease version reviewed in the last issue, the final version Chun-Li looks as good as she did in the original...and they didn't forget to increase her power. The rapid fire hyper-kick is much more effective, and the spinning bird kick is less vulnerable. The female fighter even has two new moves! They are both special jumping attacks—a slow backflip that hits her opponent as she jumps upward and an overhead assault that knocks her enemies behind the head with her knee after a special flip jump! With her new moves, Chun Li is more fun than ever to use!

**GUILE** *New Outfit Color: Orange*

Guile was left pretty much the same in Champion Edition except the cheap re-dizzy combos and the freeze/airthrow/crash bugs have been de-bugged! Guile's new move is a bouncing knee attack, known in some circles as the "sonic boner." This odd move allows Guile to hop in close and continue his attack—but use it wisely because it also makes him vulnerable to counter throws. This new move can also be useful in his combos. The sonic somersault kick is now a two-hit move that won't knock an opponent down unless they are airborne or are hit twice. Only the best Guile players will stand a chance against the more enhanced characters.



FEATURE

(Characters cont.)



E. HONDA New Towel Color: Magenta

The most rejected character in the old version is new and improved. The effectiveness of his headbutt has been toned down from the alpha Champion Edition, but it still is faster than it was in the original. The most notable improvement on Honda is the ability to move left or right while he is using the hundred hand slap. Also, this powerful move can be activated twice as fast as before! Blow for blow, E. Honda still does the most damage. A good Honda player will use timing and patience to destroy his opponents.



BLANKA New Skin Color: Light Blue

Blanka players will be familiar with the character, because there haven't been many changes. He now has the ability to do a short roll that can land right in front of an opponent for a surprise attack! Because the electric thunder can be activated twice as fast, it is much more effective, becoming a vital defensive technique at close range. Note Blanka's new screams while using the fierce rolling attack. . .



DHALISM New Skin Tone: Purple

Dhalism was another unbalanced character in the old version that was a very frustrating opponent. Now his power has been toned down—he is more vulnerable after throwing the yoga fire, and his slides don't work as well. One offensive improvement for Dhalism is the flying torpedo/spear attack. It now dives downward at twice the speed, and it can be performed from any point in his jump! Note that Dhalism says "Yoga" when he uses the yoga nugie. . .



ZANGIEF New Outfit Color: Green

A fight using the newly turned Zangief will require more strategy than ever before! The spinning piledriver works the same, but you'll find that there will be a massive separation between Zangief and the piledriver victim. This puts an end to those cheap spinning piledriver patterns. Added to Zangief's close-range arsenal is the spinning lariat, which allows him to move left or right while twirling, much to the dismay of an unsuspecting jumping opponent. The spinning lariat works great in evading projectiles!



BALROG New Outfit Color: Yellow-Green

There's a typo on the cabinet, calling the boxer boss "Barlog" instead of "Balrog." Anyway, Balrog is destined to become the new character reject. Although his punches are strong and swift, Balrog is too susceptible to low kicks and long-range weapons. He also cannot throw or kick. By holding down the right combination of buttons, he can charge up a strong punch or let loose a powerful backhand. His counter-throw technique is a weak repeat-headbutt move.



VEGA New Outfit Color: Green

Vega is sly and swift, and he's even faster than Chun Li. It takes precise timing to use his quick jump kicks. His claw is nasty and devastatingly fast! A Vega player can be ruthless by continuously walking up and surprising his opponent. Vega's speed makes him the most unpredictable character of them all! In the Spain background, Vega is able to scale the fence in the scenery and then perform a controlled diving attack. This also can be performed on the regular levels; he can perform the same technique by double-jumping from the wall. Vega sure needs his speed—his blows hardly do any damage! Also at his disposal is a rolling claw combo and a backflip evasion move.



SAGAT New Outfit Color: Red

Sagat returns in Champion Edition with a plethora of new moves. Besides the Tiger arrow and Tiger uppercut, Sagat can now toss his enemies and perform a double hit assault. The Tiger knee assault is the most difficult move to perform in the game because it combines several joystick techniques from the other characters while demanding precise timing. A combo can be pulled off by using this knee attack in conjunction with other fast attacks. Note that the Tiger uppercut is more vulnerable than it looks—use it with caution!



M. BISON New Outfit Color: Green

For being equipped with the best cheap moves, Bison steals the show! The improved flame torpedo will inflict multiple hits that will drain a blocking opponent. After this intimidating attack, he is in perfect position to chuck his enemy safely away. Bison also slides,

performs a double-hit aerial slide and a head-step-to-shoulder chop combo. Cheap Bison players will continually use the flame torpedo back and forth across the screen. It is hoped the dragon punch will teach these honorless players a lesson!

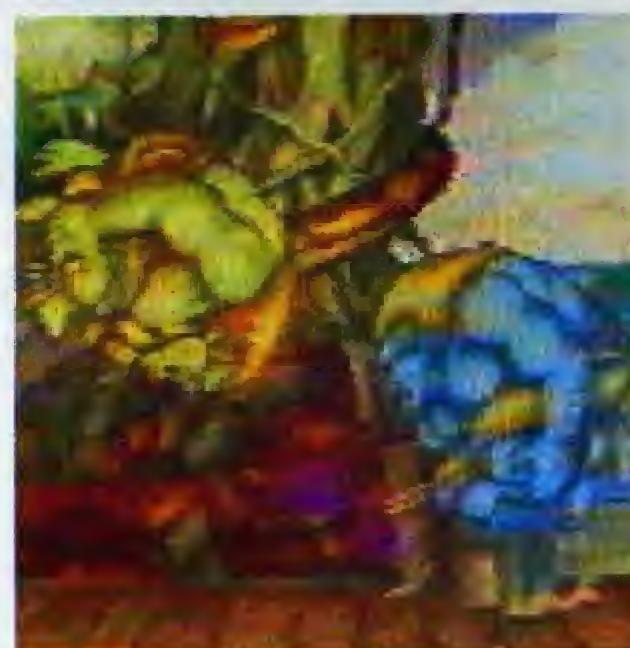


The Final Challenge?

The computer is no longer a wimpy opponent! The CPU will counter your attacks time and time again! If you manage to beat the one player mode on one credit, you will be rewarded with an extended

ending with a new background music theme. In my opinion, they ruined the old ending graphics. You'll have to see the various character endings to judge for yourself. What was the new ending graphic for the four boss characters? The same visuals are shown for each of them, but different messages—depending on the character's motivation—will explain the epilogue. Champion Edition is definitely the game to get! The gameplay is addictive and the striving desire to become the best will keep the tokens pumping out of your pockets! Capcom has outdone themselves once again, perfecting the best coin-op ever made! Shoryuken!!!

Special thanks to Laurie Thorton and James "Balrog" Goddard at Capcom for making this article possible!



STREET FIGHTER II (SNES)

Company: Capcom
Memory: 16-Meg
Length: 11 rival characters & 2 bonus rounds
Type: Action-Fighting
Players: One or Two player simultaneous vs. Mode
Difficulty: 8 settings

The Super Nintendo version of the #1 arcade legend is finished and ready for action! Street Fighter II has quickly become the most anticipated game for any system, and such a stir surrounding just one title has been unheard of in the videogame industry until now!

CAPCOM HAS DONE AN INCREDIBLE JOB of simulating the intense arcade fighting action on the home screen. They really went the extra mile on this project, going so far as to use an elaborate 16-meg memory configuration! So how does the Super NES version compare to the immense power of arcade hardware? Take a look at the screen shots and judge for yourself! Also in the home version are added options and features that in some ways make it better than the arcade!

For the uninitiated, Street Fighter II is the story of eight of the world's most powerful and determined fighters entering the second World Warrior Circuit competition. Each of the eight characters has a different background story and style. The characters also seem to have individual personalities that their players can relate to. The overall objective of the game (and for the player) is to become the best! This is no easy feat, because as all Street Fighter II players know, each character has well over 40 moves, plus special moves that require precise joystick movements and timing! To become a good player, one must know what attack or counterattack to use in certain situations, all while defending against the opponent's offense!

There are apparently no missing attacks in the Super NES version. However, in order to fit the game on a cartridge, some animation frames were left out. Despite this, all of the complicated and exhilarating gameplay has been well translated from the arcade to the home version. The timing and controls are true to the arcade, and all the multiple-hit moves and combos work the way they should. Control pads work surprisingly well

FEATURE REVIEW

once a player gets the hang of it. Because the arcade game utilized a six-button configuration, the Super NES version uses the four standard buttons (X, Y, B, A) as well as the two top buttons (L and R). If you don't like the way the controls are set up, you can change them easily at the beginning of the game, or between rounds by using the convenient options screens! All four boss characters are waiting at the end of one player mode.

First there's Balrog, the boxer, who fights in Las Vegas (my all-time favorite background). Then Vega, the conceited Spaniard who uses his incredible speed to defeat his opponents. Sagat returns in Street Fighter II in Thailand. The scar on his chest without a doubt, came from the Dragon Punch from his defeat in Street Fighter I. Now he ripped off the move for himself—watch out! The final boss, Master Bison, awaits after you defeat Sagat. Bison uses unpredictable flying kicks and combos. Also up his evil sleeve is a devastating flame torpedo! Gather your skill and strength—the battle is almost over! Between every few rounds, the arcade version featured three bonus stages. The Super NES version has two; the boring falling barrel and oil can crushing bonus stages are gone, but they were replaced by a new brick-busting bonus round! Thankfully intact is the bonus stage with the Lexus in Ken's background.

You might be wondering if there's anything wrong with this conversion. Keep in mind that programming this game for a home system was an incredibly difficult task, and the programmers did the best that they could!! Anyway, the screen was squashed, so that the picture doesn't take up the entire screen. This was done to avoid any Super NES slowdown problems. This is a minor annoyance that renders some of the arcade counterattacks ineffective. As mentioned before, some of the animation frames are missing. Guile doesn't flip, but you'll hardly notice these little details in an intense match. My big gripe is on the audio portion. We all know the SNES is capable of producing exceptional

sound and music, but guys the Final Fight sound driver is not the way to go!! The music could have been done better than even the arcade version, but the tunes were below expectations.

Despite these shortcomings, the special modes and features more than make up for any of these aforementioned imperfections! Well done Capcom! Street Fighter II is

destined to be one of the best carts of all time!

For such an outstanding effort, this game was well worth the wait!



10	5	10	10	10	10
GRAPHICS	SOUNDS	PLAYABILITY	ENJOYMENT	SUSTAINED INTEREST	OVERALL

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CONTEST!

Here it is readers! *High-End's* first and truly spectacular Street Fighter II contest! Lots of great prizes to win, do you think that your up to the challenge?

It is real simple, all you have to do is answer one simple question.

Are you ready? Ok, the question is

Q: Name all the Capcom games that have been released for home use?

All answers must be mailed to *High-End Street Fighter II Contest*. . . 8895 Alton Street Phila., Pa. 19115. All entries must be received by July 15, 1992. No entries will be accepted after that date. In the event of a tie the decision by the panel of judges will be final.

- 1** First Prize: SUPER NINTENDO ENTERTAINMENT SYSTEM, STREET FIGHTER II CARTRIDGE, CAPCOM COMPETITION JOYSTICK AND A STREET FIGHTER II PRIZE PACK. FREE 1 YEAR SUBSCRIPTION TO HIGH-END
- 2** Second Prize(s): STREET FIGHTER II CARTRIDGE AND STREET FIGHTER II PRIZE PACK. FREE 1 YEAR SUBSCRIPTION TO HIGH-END
- 3** Third Prize(s): STREET FIGHTER II CD AND FREE 1 YEAR SUBSCRIPTION TO HIGH-END.

CONTEST RULES

HIGH-END and the judges are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. Prizes are not transferable. Illegible entries are ineligible. Employees of High-End Publishing Group Inc. and Capcom and their affiliates are ineligible to enter. Capcom and High-End reserves the right to cancel this promotion at any time with appropriate notice. Winners names and prize information may be used by Capcom and High-End Publishing Group Inc. for any promotional or advertising purposes without further compensation. Value of Prizes: First (\$450) Second (\$200) Third (\$35).



As every new video game entertainment system is released, so are peripherals to follow from 3rd party companies. This month *THE WATCHMAN* takes a peek at the hottest new joypads and joysticks for the SNES.

ASCII PAD SNES
SUGGESTED RETAIL: \$24.95
RELEASE DATE: NOW

I would like to start out by stating Ascii is no newcomer to the industry. Ascii designed and produced the Advantage stick for the NES, and it is my guess that they made the joypads for both the NES and SNES. The Ascii pad looks exactly like the Super Famicom pad with the exception of the added features. The Ascii pad has a six-foot cord, turbo on all six buttons, and a hands free auto turbo on all six buttons. For those of you who have yet to catch on, there is a slow motion feature. The Ascii pad is slightly larger than the SNES pad, which feels more comfortable to hold.

CONCLUSION

In the case of the Ascii pad there are no negatives. Everything about the Ascii pad is marvelous. It feels good and handles great. It is everything one could want and expect from a joypad. Buy it!

STEALTH JOYSTICK SNES
SUGGESTED RETAIL \$34.95
DAOU (HIGH-TECH SYSTEMS INTERNATIONAL)

Joystick people usually feel comfortable with a joystick on their lap or on a flat surface. The Stealth seems to have a problem with flat surfaces. When placing both hands on the stick the Stealth wants to pop a wheelie, or the front end raises in the air. This will prove disastrous to anyone in the middle of a frenzied game. I also found that the joystick (directional control) was very sloppy, or had too much play in it. There is a basic test used to see if your stick has this problem. Start a game, pick up your joystick by the base of the unit and shake it. If your ship or person moves around on the screen while shaking the unit, you have problems. You can easily see that if you had to guide your ship in a narrow passage, the chances of getting out are slim to none.

POSITIVES

The Stealth is compatible with the SNES. It has a 10-foot cord and a one position turbo which is addressable to each button. It also has a hands-free auto fire for each button and a slow motion feature.

NEGATIVES

The ball on the end of the stick is a bit too large. The unit is unstable when playing on a flat surface. Unlike the

Genesis Arcade Powerstick and Hal's J.B. King, there really is no place to rest your left hand while playing.

Why does this exist? Steve Harris doesn't want to talk about it. Andy Eddy is waiting to hear what Harris says, and Pat Farrell doesn't know what it is, but guarantees his team will give it a great review. The Watchman speculates this port could be used for the interface of a driving wheel or a control yoke for a flying simulation game.

CONCLUSION

The Stealth has all the right features for a joystick, but suffers from some inherent design problems that directly affect game play. Knowing that the competition is hot on its heels, I feel that the Stealth has a long road to haul.

J.B. KING JOYSTICK SNES

SUGGESTED RETAIL: N/A

In the video game world, there are joypad players and joystick players, and usually the two do not crossover. This has made our world very complicated. For the joypad user, the B button and the Y button will fire. For the joystick player, the B button will fire while the A will jump.

Introducing the J.B. King, the first programmable joystick. This stick is really big! It's not as wide as the Arcade Power Stick but it's much deeper. It has independent variable turbo controls. The X, Y, B, A buttons are arranged on a circular disk, which will rotate 90 degrees in either direction. By rotating the disk, you can have your main action buttons at the angle that is most comfortable to you.

With the J.B. King you can assign any button to any action. If you want the X to be the B button, just program the stick to do so. It was obvious to The Watchman that the designers of this stick were avid game players. The joystick itself has an eight-directional micro switch set up. This baby is a tank on a table top and is comfortable on your lap as well. In the front of the unit, a small door to the port slides out, exposing a 14-lead edge connector.



POSITIVES

The J.B. has a 10-foot cord. Each button has its own adjustable turbo and is completely programmable. The X, Y, A, B can be rotated to different angles. There is a place on the King to comfortably rest your left hand during game play.

NEGATIVES

Some may find the clicking sound of the micro switches a bit annoying.

CONCLUSION

As you probably noticed I like this stick a lot. Unlike the Stealth joystick, the design of The J.B. King was well thought out before the actual implementation took place. Everything is right about the J.B. King. The retail price has yet to be announced, but it is my guess that it will be slightly more expensive than the Stealth. Is it worth the increase in price? Without a doubt.



**CAPCOM COMPETITION
JOYSTICK SNES/NES**

RELEASE DATE: FALL 1992
SUGGESTED RETAIL: N/A

To respond to the Street Fighter II phenomenon, Capcom will be releasing their very first peripheral, the Competition Joystick. This custom joystick will feature six action buttons, a set of three rapid-fire turbo buttons, and a very sturdy 8-way joystick. Capcom will also offer an optional wireless remote for an additional charge. The Competition Joystick is downwardly compatible with the NES. The unit will measure approximately 14 inches in width, 9 inches in depth, and 2.5 inches in height. To say the least, this is a hefty mama.

Capcom has captured the exact look of the coin-op giant Street Fighter II, and now they will provide the player with that coin-op feel. "Capcom's Competition Joystick helps bridge the gap between arcade-quality gaming and home video playing action that requires rapid and sophisticated player movements," stated Joe Morici, senior vice president of Capcom USA.

The Watchman did not have a prototype to evaluate, but by the look and its given dimensions, this could give the J.B. King a run for its money.

JOYPAD SNES

SUGGESTED RETAIL: \$19.95
QS-160 SUPERCON 2 BONDWELL

The QS-160 pad is black with different colored buttons and a six-foot cord. The pad has a two-speed turbo and a slow-motion function, but that's where the fun stops. When firing up the turbo, the first thing that came to mind was: How do I assign turbo to certain buttons and not to others? After reading the doc's three times over and not finding an answer, I thought a call to their tech support was in order. Boy, was I mistaken. After 4 solid days of listening to a busy signal, I gave up. Next, I put in a call to their marketing department. A day later I got a call back from a woman whose name I will not mention. I told her I was reviewing one of their joypads. I asked her how I could have turbo on just one button at a time. Her reply was just as I surmised—"I don't know." However, she did offer to send me a brochure describing some of their other products. It's a good thing I didn't hold my breath for that to show either.

POSITIVES

SNES compatibility with slow-motion capability.

NEGATIVES

Turbo is an "all or nothing" feature which hampers the jumping and firing capabilities of a one-man game. The top left and right buttons are positioned too far down the sides of the joypad. This makes them very awkward to activate. One must use the middle of their index finger instead of the tip.

CONCLUSION

If you were considering the QS-160 for an upgraded pad, save your money for the Ascii pad.

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Goes To

By Chris "R"

This is it gamers!! The most comprehensive list of games ever! These games are hot and happening in June. All of these hot games will be coming to arcades.



Grand Prix Star *Jaleco*

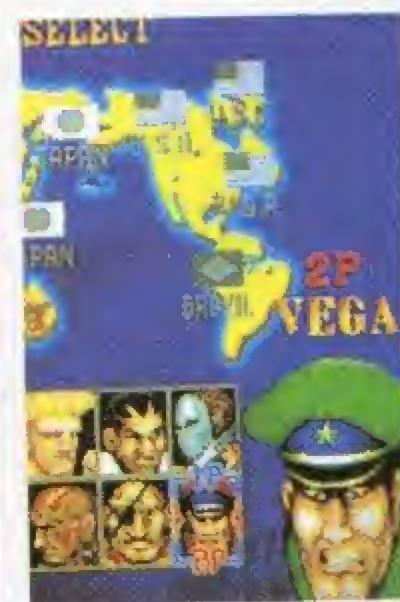
This hot looking racing game features the same dual-cockpit cabinet format similar to Cisco Heat and Exhaust Note. Two machines can be linked for a four-player race. Race alone or with friends on three popular world circuit courses in Japan, Monaco, and Germany. Nice intro visuals!

Wolf Fang: KuGa (Vapor Trail) 2001 *Data East*

Wolf Fang is indirectly related to Data East's "Kuga Vapor Trail," which was a vertical shooter. Kuga 2001 is a much different game—it's a horizontal 2-player search and destroy mission featuring powerful robotic mecha! Choose from four different mecha outfits with individual characteristics, abilities and weapon configurations. The game excels graphically, with a hot soundtrack and a true-to-life voice that must be experienced to be believed!

Steel Gunner II *Namco*

The Neo-Arc police force Steel Gunner team is back! It utilizes the same two-player, first-person gun blasting gameplay system that made the original such a hit. Steel Gunner II offers even better graphics and more levels to assault. The beautifully detailed futuristic cityscape puts the players in the middle of a violent cyberpunk war! Don't miss this one!



Street Fighter II Dash *Capcom*

SF II Dash is the parallel or Japanese version of Capcom's Street Fighter II Champion Edition. You can tell the game's a parallel from the game text, but check out the names of the onscreen characters! You'll find that in Japan, Balrog is named "M. Bison," Vega is "Balrog," Sagat is still "Sagat", but M. Bison is "Vega"!

to the

"Ryu" Tang

isive coin-op section I can put together! game centers across Japan. . . Many of
ing to an arcade near you.

Warrior Blade Taito

Do I hear Rastan Saga III? Could be. . . In this Rastan spinoff, barbarians on horseback journey through treacherous lands to overthrow an evil monarch. Gameplay is reminiscent of Dynasty Wars, and the same double-monitor system seen in Darius II and X-Men is implemented.

Arabian Fight Sega

This is another breathtaking System-32 series game by Sega. Arabian Fight is a four-player scrolling, multi-level fighting game with incredible scaling and zoom features. Players assume the roles of four teenage warriors attempting to free the kidnapped princess of their land. Besides the conventional punch, kick, jump and supermove gameplay techniques, each character is equipped with a special magical ability. When using these magical spells, the hero or heroine will jump out of the screen and waste all enemies in an impressive animated visual scene.



G.I. Joe Konami

Finally an arcade game based on the classic military specialist character series. Yes, it's time again for yet another four-player Konami action fest. G.I. Joe is played as a three-dimensional shoot-out similar to Devastators or Cabal. Will the Joe team become a run-of-the-mill license or will the game be as impressive as Turtles in Time? We'll find out if this game makes its way to our shores. . . Yo Joe!



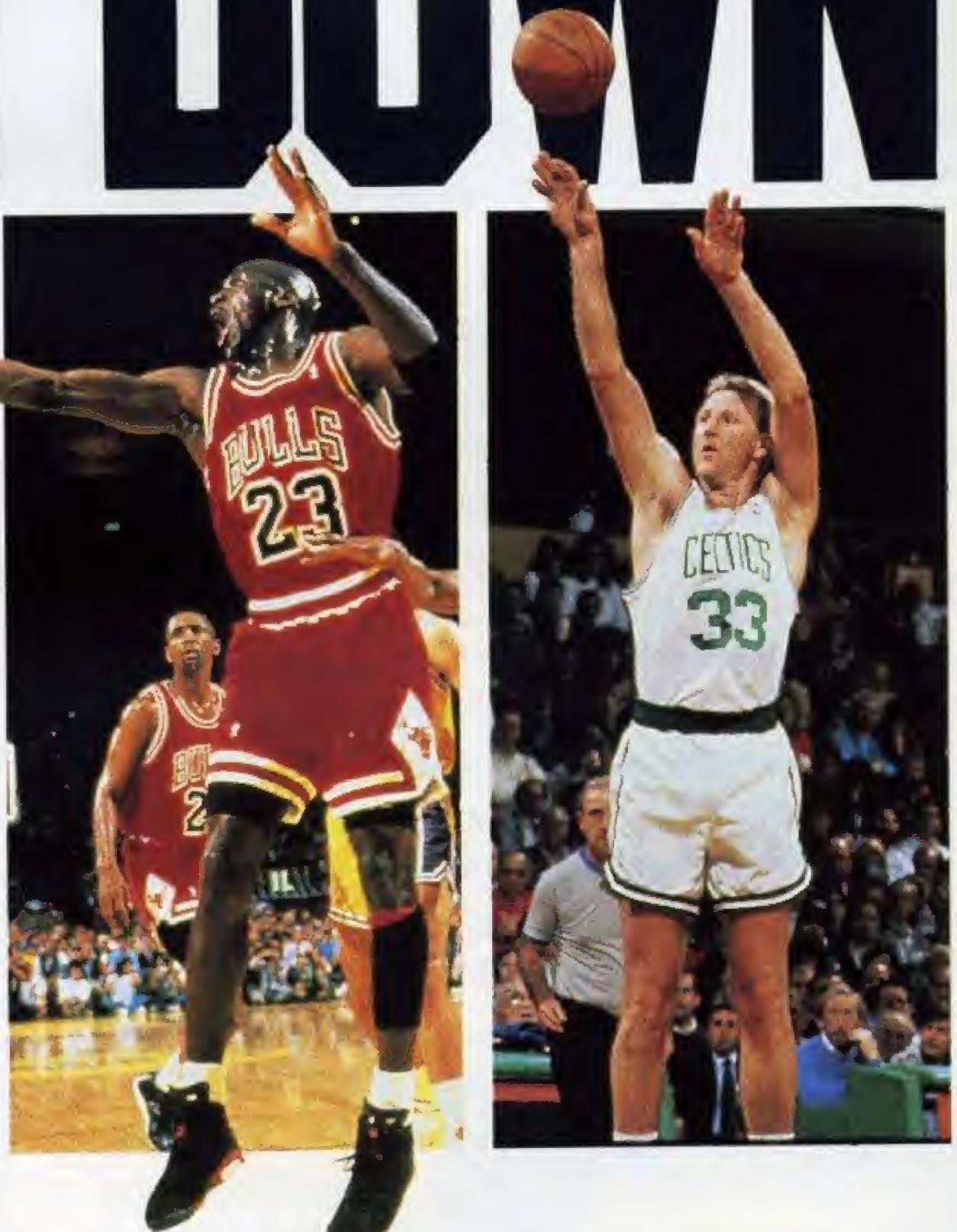
CAN JORDAN SHOOT DOWN BIRD?

"Larry's scary," says Michael. "Man, he's so consistent, never letting up. The guy's a three-point machine with eyes all around his head. And he can hurt you in so many ways."

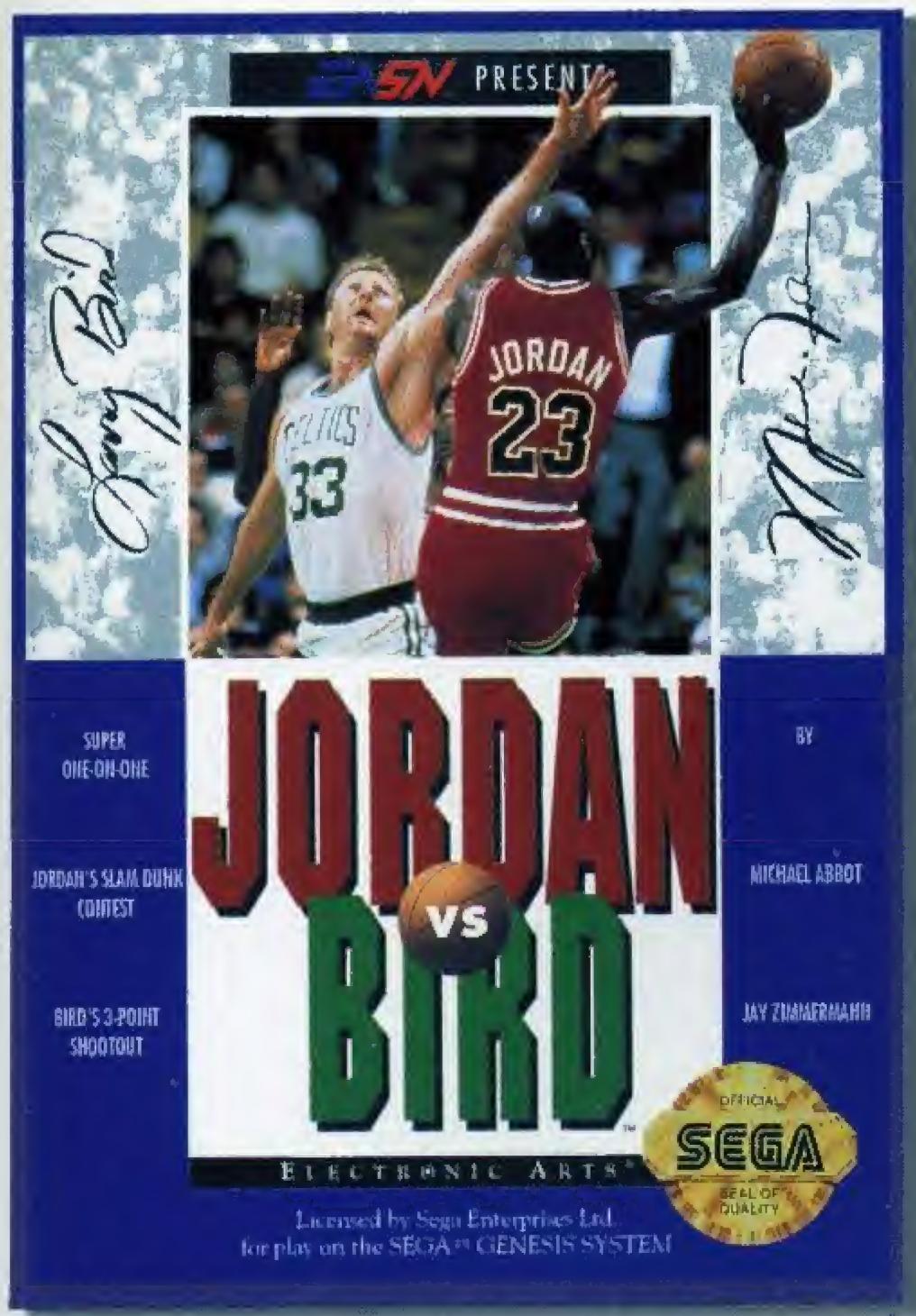
Bird: "Michael's unreal. You never know what he's going to do. Basketball's never seen anyone this creative. I mean, when he's on, you can't turn him off. Talk about hang time, Jordan owns the airwaves."

Jordan vs. Bird.™ The game designed by the guys who redesigned basketball: Michael and Larry. They've done everything you can in the sport. Scoring titles. MVP awards. All-Stars. Championship rings.

But they've never gone toe-to-toe like this before. Super One-on-One action. Larry's dead-eye outside game against Michael's explosiveness. The dream match-up anyone would jump through hoops to play. Don't miss what happens when these shooting stars collide.



Jordan and Bird—the modern architects of basketball—co-designed this game. So you know this one's for the record books.



Jordan vs. Bird scores an incredible three pointer: three events in one game. First, there's Super One-on-One. You choose whose shoes you want to play in, Michael's or Larry's. You've got their authentic signature moves, sweet spots, and complete player control. Michael's aerial assaults and steals. Larry's spins and radar shooting. Plus more long range bombs than the Gulf War.

Once you've settled the score, defy gravity in Michael's Slam Dunk Competition. With ten classic Jordan jams like the Helicopter, Leap Frog, Fly Swat, Hula Hoop, and Stretch Air. The more daring the dunk, the more points you earn with the judges and crowd.

In Larry's 3-Point Shootout, you fly with Bird from downtown. With 60 seconds to sink as many buckets

as you can. And money balls count double. Find your rhythm and you might just top Larry Legend's winning score of 22.

THREE ALL-STAR EVENTS IN ONE GAME.



Super One-on-One.
The ultimate match-up. Jordan's aerial artistry vs. Bird's dead-eye shooting.



Jordan's Slam Dunk Competition.
Fly high, score higher. Five judges rule the court when Michael takes off in the Slam Dunk Competition.



Bird's 3-Point Shootout.
Gobble up those 3-pointers like Bird and be the ultimate money ball player.

You know it's a major sports event because EASN's there to cover it. With your detailed stats at the end of every quarter. Instant replay. Even a "Bird's-eye" view from 3-point range.

Visit your local EA dealer or order by phone any time: (800) 245-4525. And conquer the only challenge that remains for Michael and Larry: Each other.

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TM

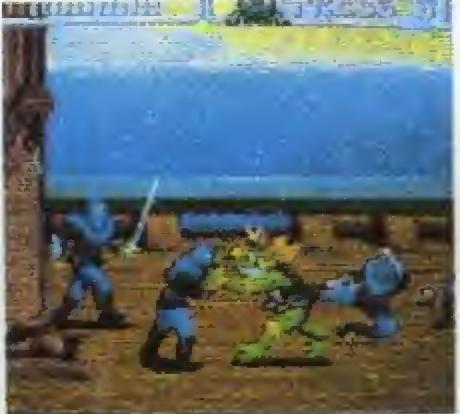
ELECTRONIC ARTS SPORTS NETWORK

TURTLES IV: TURTLES IN TIME

By J.L.

The TURTLES are BACK!

I'M sure that you've seen the new Turtles arcade game of the same name. Well, that smash arcade hit has now come home to your SNES. The home version is exactly the same as the arcade version. The story goes like this, the city has been thrown into a panic because Shredder and Super Krang have stolen the Statue of Liberty. Now the Turtles must retrieve it and stop them. But there's a slight twist, you have been banished into a time warp where you must fight some pretty weird enemies. Graphically, Turtles IV is beautiful. The characters are well animated and smooth. The backgrounds are nicely detailed. Musically, Turtles IV makes the grade, too. The music tracks are booming, not quite Castlevania IV, or Super Adventure Island, but the music is definitely above average. Good sound f/x like the Turtles, "cowabunga" cry or the groan of "shell shock" when you lose all your energy. Turtles IV plays great! The flow of the game is fast paced and fun! The bosses are not impossible but they are challenging. There are many diverse challenging boards and cool bonus rounds! So with all these factors in mind I really enjoyed playing this game. Once again Konami is on top of their game. With the exception of Gradius III, all the other Konami releases for the SNES have been top notch! I got so much enjoyment out of Turtles IV because the game kept me interested from start to finish. The final confrontation with Shredder is extremely challenging and at times frustrating, but it is exciting! Overall, Turtles IV is a must have! You will enjoy playing this game over and over. Another great effort from Konami!



10	8	8	8	8	8
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GRAPHICS

SOUNDS

PLAYABILITY

ENJOYMENT

SUSTAINED INTEREST

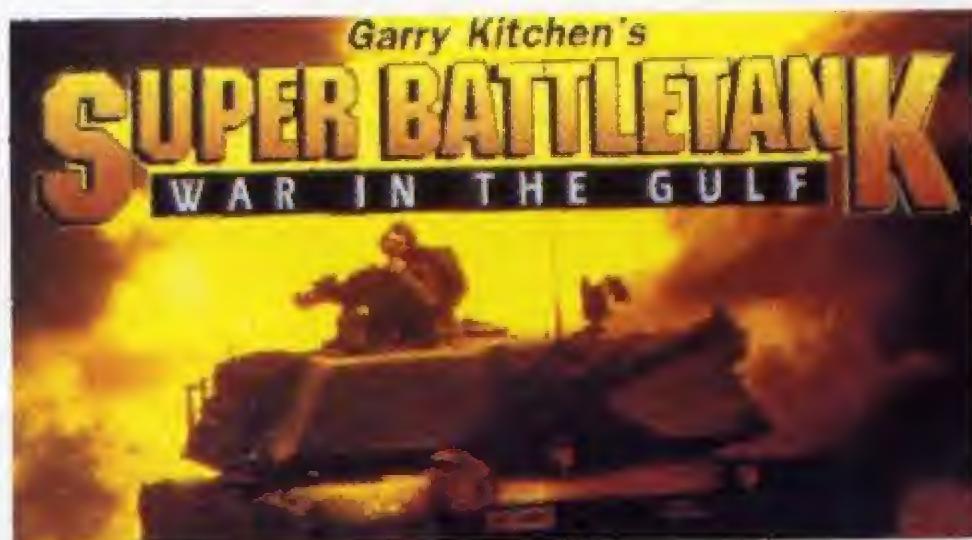
OVERALL





Super Battletank (SNES)

By Dane Strassman



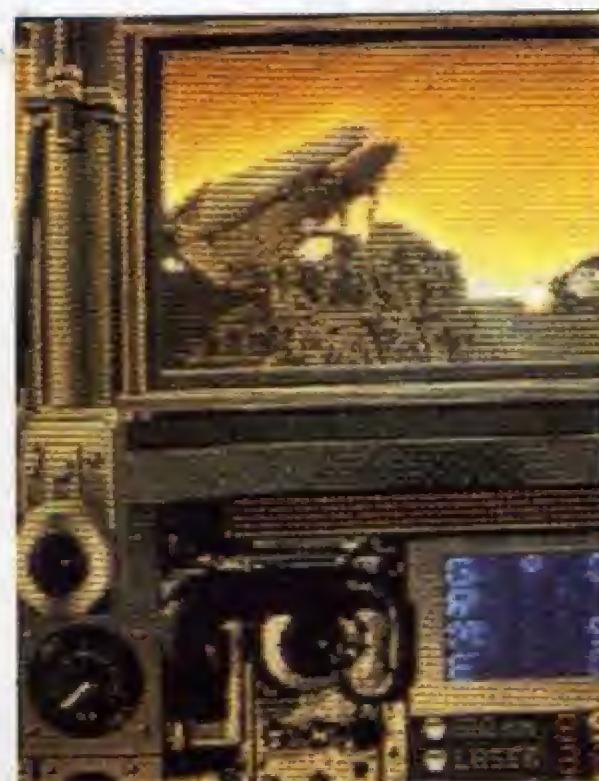
IT'S taken more than one year for our game-developing geniuses to come up with a few "Desert Storm" related video games for the home consoles. The first offering for the Super Nintendo is **SUPER BATTLE TANK BY ABSOLUTE**. We all knew these games were coming, let's see if this one was worth the wait.

As a military simulation, this very simplified tank game fills a niche. The nicely detailed graphics are convincing and help gameplay. Some scenes are completely digitized and although not player interactive, are supercool "eyeball candy". The limited use of music is not uncommon in simulation games and is not missed. The sound effects are good and on a quality stereo system the shelling sounds alone may knock you down. Super Battletank should be credited for utilizing all of the system's controller buttons, something I think should be done more often on video games. Included during the game are overhead battle maps and a small radar map. The game's biggest flaw is the lack of sync. Between these interfaces and the main first person "out the window



view". Example: If you analyze the overhead map and accelerate toward the target, upon flipping to the "out the window" screen you are seldom where you think you are and the tank immediately slows down (often a tactical disadvantage). Then the radar often disagrees with the first person screen evidence. These problems greatly compound in later, more complex stages when precision is a must. Each overhead screen displays a playing field that is larger than the real playing field.

So when a player reaches the border of the "usable" playing field he "warps" to the extreme opposite side of the screen. A more realistic method of scenario simulation can be played on "M-1 Abrams Battle Tank" for the Genesis, among other things. Yet another of my gripes is the lack of variety. Surely our troops saw more opponents in Kuwait and Iraq than just tanks, helicopters, and stagnant defenseless scuds. The only other variety I came across were the objective targets at the end of many levels. But all these objectives are just glorified bosses. So the concept just stinks of the dreaded level-boss-level boss concept that has been the plague of the majority of video games in the last 15 years. In summation, although Super Battletank is a fun game for hardcore military strategy fans and even casual players, it's not fun for long. This is the reason for the low score in the all-important "sustained interest" category, which I think is the best evaluation of a game's real intrinsic value.



7	8	4	5	4	4
GRAPHICS	SOUNDS	PLAYABILITY	ENJOYMENT	SUSTAINED INTEREST	OVERALL

F-1 RACE OF CHAMPIONS

By The Pro A. J. F.

COMPANY: SETA

SYSTEM: SNES

MEMORY: 8-MEG

LENGTH: 16 TRACKS

TYPE: DRIVING/RACING

PLAYERS: 1

DIFFICULTY: AVERAGE

BACK-UP RAM: SAVES 4 GAMES IN PROGRESS;
TRACK RECORDS

(REVIEWS CONT.)

Now you can choose from different chassis, transmissions, brakes, suspensions, diffusers, engines, tires, nitro boosters and front or rear wings. When you first start out with the four-speed transmission it is better to slow down in the turns by either letting off the gas or tapping on the brakes.



DID YOU EVER WONDER WHAT IT WOULD BE LIKE TO DRIVE AGAINST THE TOP FORMULA ONE RACE CAR DRIVERS OF THE WORLD? GET READY FOR ACTION BECAUSE HERE'S YOUR CHANCE TO JUMP INTO THE COCKPIT OF YOUR OWN AWESOME FORMULA ONE RACE CAR!

The first stop is Italy. Make sure you select the proper set of tires for the current weather conditions. You start out in the parts store with only \$500 to spend. If the weather is good, buy the hard suspension and then head out to qualify for the race. The Italy track is fairly easy, so keep the accelerator down through the entire qualifying run. The third to last turn of the track can be taken at full speed by starting from the left. When you enter the turn itself move to the right. This is one example of hitting the apex of the turn. One way to win the first race is to buy a two-liter can of nitro, don't use it until the beginning of the real race after the qualifying round. The trick is to use the nitro to get a jump on the other cars from the start. The better your placing at the end of the race, the more money you'll win.



After you win the first race, and you are back in the parts store, buy the special L-front wing and the large diffuser. This will dramatically improve the handling of the car. If you want to see what the car can do with a V-12, go to the training mode and start with a bankroll of \$21,000.

The larger V-12 engines work the best with the seven-speed transmission. If you have this setup it is best to slow down by downshifting a gear or two. The best tracks to use the Ferrari V-12 engine are Japan and Monaco, because of its powerful torque at low speeds. The Honda V-12 is the highest top-end engine, and works best on speed tracks like France and Germany.

The smooth, 3-D scrolling is very similar to F-Zero's. The 16 tracks are almost exact replica's of the real F-1 circuits. This game even has backup memory that can hold up to four games in progress as well as the best lap times for all 16 tracks! F-1 ROC also has realistic revving sounds that are different for each type of engine used.



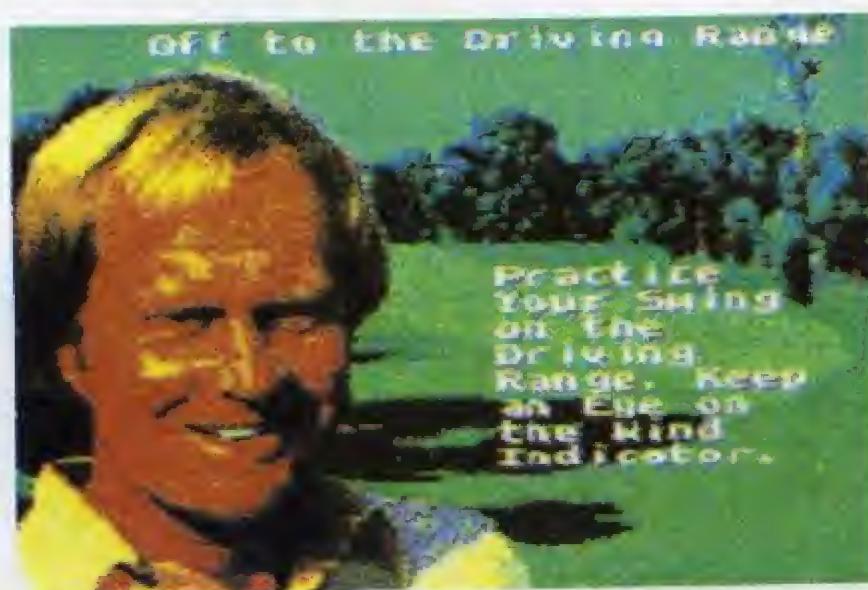
There are a few things they could have done to make F-1 ROC better. There should be some kind of option to select more than three lap races so pitstops are more of a factor in the outcome of the race. If you win the point standings at the end of the season, you should have the option to race for the team of your choice. There also should be special parts for the top racing teams. Another minor drawback is the slight processing slowdown problem apparent when driving through a pack of cars. **OVERALL, THIS GAME IS FUN AND CHALLENGING, WITH A GREAT SENSATION OF SPEED THAT GETS THE ADRENALINE PUMPING. A GREAT GAME FOR RACING FANS OF ALL AGES!**

7	7	6	8	8	7
GRAPHICS	SOUNDS	PLAYABILITY	ENJOYMENT	SUSTAINED INTEREST	OVERALL

SITBON'S CORNER

JACK NICKLAUS GOLF (SNES)

Jack Nicklaus Golf just isn't what I've come to expect from the Super Nintendo. I find the graphics to be mediocre, with a lack of attention to all the fine details. Even Jack's close-ups on the screen are not too clear, reminding me of those old computer pictures you see at carnivals. Obvious slow-down problems after each stroke make the game grueling and tiresome. And the sounds are horrible! The game itself is very easy to learn, but boring to play with no sustained interest. In the beginning of each game, you will choose: the skill mode (beginner or expert), up to four players (human or computer); and the type of play—a round, a practice round, a practice hole, the driving range or practice green. You may also design "an unlimited number of courses" to play. The way you address the ball affects the accuracy of your play. There are two basic types of games. Stroke play is



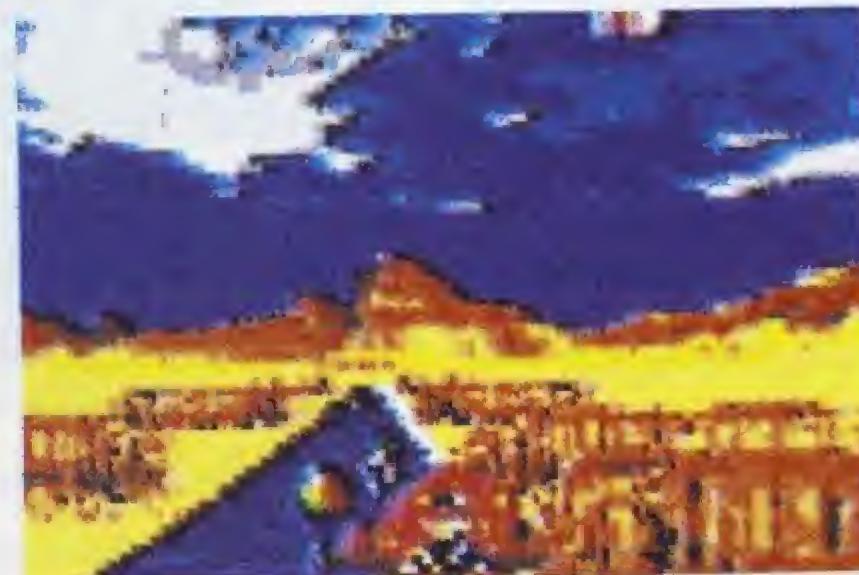
where you try to finish all 18 holes with the fewest number of strokes. Skins is playing to win each individual hole. There are overhead views of each hole, but they proved to be of no help. In beginner's mode, the computer chooses your club (you may choose another club if you wish), and in the expert mode, you pick your own club. Paying attention to your power bar is always important. Keep in mind how far the hole is from you, and how windy it is. Having a right-or left-handed player makes a difference in where your ball is going to hook or slice, but I suggest going for straight shots until gameplay is mastered. Watching out for

things such as sand traps, trees etc., also help you along in becoming a better player. There are also instant replays that let you re-live great shots! Playing on computerized, re-created courses is a nice touch, but doesn't improve the sustained interest or playability. Overall, I recommend staying away from this game.

4	1	3	2	3	2
GRAPHICS	SOUNDS	PLAYABILITY	ENJOYMENT	SUSTAINED INTEREST	OVERALL

HYDRA

Hydra, for the Atari Lynx, is a very good Arcade translation with fantastic graphics and killer sounds! There are three different levels of play to choose from (easy, medium, hard). Pick one and then get set to take on the bad guys with your hydro-plane as you race along the oceans to deliver things like mutant viruses, crown jewels, supplies and ammo to their various destinations. Be careful not to run out of fuel or to crash into any of the many things from land, sea, and air that are trying to kill you! Snatch weapon icons to power up your guns and become a deadly and more effective fighter. You may also pick up money bags along the way. If you get past a round, stop at Ziggy's



weapon shop where you can buy such things as gigantic uzi's, powerful flame throwers, fuel, etc... Then you will be given another item to be taken to a different location which is further away and more dangerous to get to. My biggest complaint about Hydra is that it is very easy to beat, even when you start on the hard mode. When I was through, I was highly disappointed in the ending. It was boring and lacked imagination. Though the controls are very responsive, I did have trouble getting used to reaching over to the option buttons during tight

situations. But from beginning to end, I had fun playing the game. Even with the poor ending, I feel that Hydra is a worthy addition to the ever-growing Atari Lynx library.

7	7	6	6	7	6
GRAPHICS	SOUNDS	PLAYABILITY	ENJOYMENT	SUSTAINED INTEREST	OVERALL

TIPS

READ AND DOMINATE!!

TIPS

By The Pro A.J.F.

THE IMMORTAL

Electronic Arts (Sega Genesis)

Hints to get you through this puzzling game.

Round/Stage 2

Place the rock you found on the floor with the green slime, the slime will eat the rock to reveal the third red gem. The dead king will tell you where to place the gems in relation to the triangles.

Round 3

Kill the troll battling the goblin. By using the fireball, the goblin will unlock the door with the unusual locking combinations.

Round 4

Make sure you find and get Ana's ring in this round! Once you give the ring to her, she will tell you how to exit this level.

Round 5

Shoot the flying lizards by using the fireball spell. Search their dead bodies to obtain items you will need to proceed. You'll need the reducing potion to get through the hole in the wall.

Round 6

Drink the water to remove the poison from this spell. Pour the bottle over the chest in round 6 to kill the spiders covering this important chest. Use the contents to pass through this level. Choose wisely when you decide to use the

Round 7

Timing is very important! With Mordamir cast your statue spell. As soon as he lowers his hands, you must cast your spells as follows: 3 Statue

1 Sonic

3 Statue

1 Magnetic

THE ADDAMS FAMILY (OCEAN/SNES)

100 LIVES!

Simply enter the password as "11111" ... (all ones) - kill yourself to see the amount of lives roll over!

SAGA (TAITO/GENESIS)

209 LIVES!

Warning! Perform this trick with caution, at your own risk! First, plug in a Thunderforce III - when the title screen appears, unplug the game while the power is still on. Now plug in the Sagaja cartridge and press reset. When you go to the options screen, player stock should be zero. During actual gameplay, you'll find that you have much more than that!

RAIDEN (TURBO TECHNOLOGIES/TGX-16)

SECRET WEAPON POWER-UP

Start a game, and kill off all of your lives. As the continue screen counts down, don't press the run button until the counter is at zero. Now you will continue your game with an extra bomb and three weapon power-ups!

EXTRA CONTINUES

After your first game has ended, and the continue screen appears, press buttons one and two simultaneously for six credits. This can only be done the first time you continue

ROLLING THUNDER 2

Namco (Sega Genesis)

Here are all the passwords that can get you to any level in this hot new game!!

- Level 2: A magical thunder learned the secret
- Level 3: A natural fighter created the genius
- Level 4: A rolling nucleus smashed the neuron
- Level 5: A curious program punched the powder
- Level 6: A logical leopard blasted the secret
- Level 7: A private isotope desired the target
- Level 8: A natural rainbow elected the future
- Level 9: A magical machine muffled the killer
- Level 10: A digital nucleus punched the device
- Level 11: A private thunder created the powder

Lemmings (Super NES)

Here are all the passwords for each level:

Level 1- SRDTPY	Level 51- ZNXBKMP	Level 101- DXCDGNH
Level 2- MJQVLT	Level 52- QSLQWT	Level 102- GWJTPLW
Level 3- ZBHPRLQ	Level 53- BGFVNR	Level 103- LNZNHRWM
Level 4- GWSXMHK	Level 54- PQZWOKM	Level 104- MZXZKZC
Level 5- NCDXXKG	Level 55- SBCMJS	Level 105- RWLTTQ
Level 6- CRWDKRV	Level 56- BDGQRANX	Level 106- LGJCRKQ
Level 7- HCBMVG	Level 57- XPPBQWL	Level 107- SQXKBZN
Level 8- JBKZQGS	Level 58- JHQSPRH	Level 108- WXTBWC8
Level 9- MMDHKX	Level 59- GCLKJHQ	Level 109- NPWHARV
Level 10- SKFKNNB	Level 60- SRWGZIM	Level 110- PZQWRGP
Level 11- LXNLJCP	Level 61- PQFPTBP	Level 111- DZTHVNL
Level 12- MTPCTNP	Level 62- BPLHXRX	Level 112- RMDTBFQ
Level 13- PCLSRCP	Level 63- CPZRSRV	Level 113- FCSLSPK
Level 14- KPMGDGX	Level 64- SMSWSPW	Level 114- RNHQXVM
Level 15- TLVRLSW	Level 65- DXCQKRX	Level 115- LTGNDXH
Level 16- HMHRSDR	Level 66- MDGMJLY	Level 116- LHLTDWW
Level 17- MFLFHSH	Level 67- WZWSDMK	Level 117- HCBBKRV
Level 18- QXPCKHB	Level 68- HZBQFCQH	Level 118- MWLGQVJ
Level 19- MWRTLN	Level 69- SPRVPHR	Level 119- GSPQCRRQ
Level 20- GMHCWPS	Level 70- BWCBKXJ	Level 120- ZTTGRFH
Level 21- KBXNLPB	Level 71- WRFPVJDL	Level 121- TPCWFMP
Level 22- DVJJBGM	Level 72- GGBCXKS	Level 122- WSICLDX
Level 23- LGSSCZL	Level 73- TTXQXQL	Level 123- PVNRCMV
Level 24- MVGDKVX	Level 74- DC8BWNH	Level 124- HZSQQNV
Level 25- LSQHCQS	Level 75- WCBLDQX	Level 125- KCGHCNC
Level 26- SXRQMVR	Level 76- PFVFXCR	
Level 27- PMQJPMX	Level 77- NKVCKDN	
Level 28- DHBPWTQ	Level 78- QPDDJFB	
Level 29- BCXLWV	Level 79- QBGBPSW	
Level 30- FKWBB5L	Level 80- JUXJWNW	
Level 31- MGQZMGG	Level 81- JEHSRF	
Level 32- LXSFQXB	Level 82- WCLJNNK	
Level 33- ZRVXBWQ	Level 83- LYFHBBMM	
Level 34- NRVKRTB	Level 84- MHNNCP	
Level 35- GJWDHMG	Level 85- RNMKXLP	
Level 36- DJCQQZT	Level 86- XZZSDDN	
Level 37- JHSVQL	Level 87- BBTSGZC	
Level 38- RCHFGNN	Level 88- LXFLJPX	
Level 39- BJWVRCQ	Level 89- QKZVKFT	
Level 40- RFPZFB	Level 90- WFCSHNT	
Level 41- JKJBRMQ	Level 91- XNMTWYD	
Level 42- MZDCOTC	Level 92- PNATTEP	
Level 43- ZYMQKXB	Level 93- VNTGWAB	
Level 44- ZZRHJPL	Level 94- SQDLCR	
Level 45- JFLKJPX	Level 95- JHQTCPD	
Level 46- JQXRNGJ	Level 96- RQXNVHP	
Level 47- WFVHQQT	Level 97- CBWMMLG	
Level 48- KWV8VJP	Level 98- LCVDQWL	
Level 49- TTKLKZT	Level 99- KDHWTJL	
Level 50- NNFQPV	Level 100- GVNRKJL	

NHLPA HOCKEY '93

EASN SEGA GENESIS — RELEASE DATE: FALL '92



IF YOU THOUGHT THE FIRST ONE WAS GOOD, WAIT UNTIL YOU GET A LOAD OF THIS GAME!

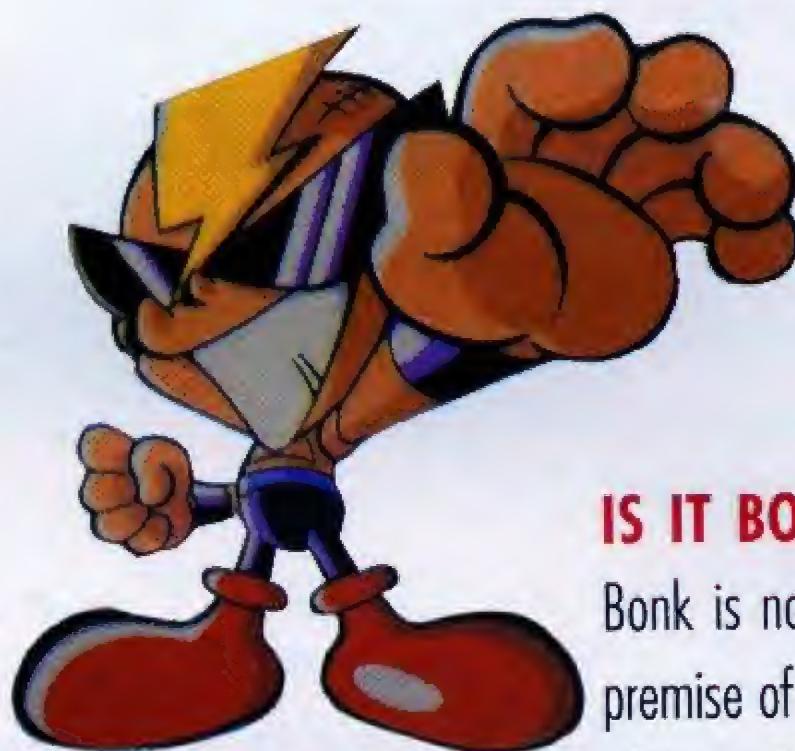
NHLPA Hockey '93 is faster and even more realistic than the first! Since this game is now incorporating the Players Association, all the names from all the teams are being used—adding realism to this super game! Players are measured by shot power, skate speed and other attributes, and you can track the player's stats as you drive through the playoffs and try to win the Cup! Also, a super slap shot makes it possible to shatter the glass behind the goal! This game has the ability to save and edit customized team lines, allowing you that much more control. The goalies are more aggressive and now lunge for that high slapshot. The computer team really hits hard, and are much more aggressive on offense in terms of their power plays and scoring opportunities! This is sure to be a winner from the sports gurus at EASN!

EXCLUSIVE

BONK III?

(Turbo-Grafx-16)

Turbo Technologies
Available Christmas 1992



IS IT BONK? Nope. This offshoot of Bonk is not a blood relative at all! The premise of this game is that back in cave days Bonk constructed a cyborg of himself to protect Earth from evil King Drool in the future. This cyborg Bonk has loads of super weapons that do not exist in Bonk's time. But there are also secrets that you must discover about the cyborg Bonk. For instance, what lurks behind those sunglasses? And what's with that lightning bolt on his forehead? All new features and gameplay make this game intriguing, to say the least. Be on the lookout for further info on this game in future issues of High-End!

TONY LaRUSSA ULTIMATE BASEBALL

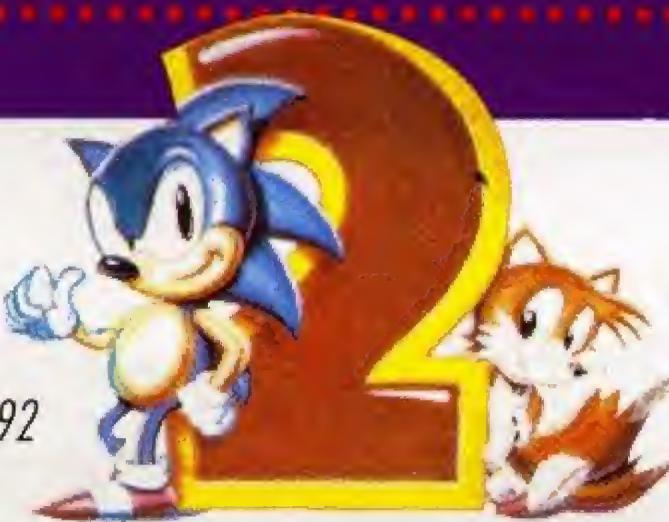
EASN SEGA GENESIS RELEASE DATE: OCT. '92



Finally! I guess all my pleas for someone in the industry to put out a good baseball game have finally been heard! EASN, the company at the forefront of sports gaming has unveiled the popular PC game which is now coming to your Sega Genesis. EASN has been hard-pressed to put out a good baseball game for a system that doesn't have any. First there was Earl Weaver Baseball, but EASN scrapped that for various reasons. But now they have finally settled on what looks to be a tremendous effort! All the elements are in here: stats, players, strategy and ballparks! You have the option of being a manager or stepping up to the plate as you battle through a 162-game season and the playoffs. Stats are an important aspect of baseball and EASN incorporates them into the game. Forty-four pitching, 14 fielding and 49 batting categories are updated throughout the entire season, with the help of the battery backup. Ultimate Baseball also has the unique ball-spotting feature that makes fly balls easier to judge. Fielding is aided by the game's artificial intelligence. The game also has injury reports. Don't miss the action when it hits the shelves!

SONIC 2

SEGA GENESIS RELEASE DATE: NOVEMBER '92



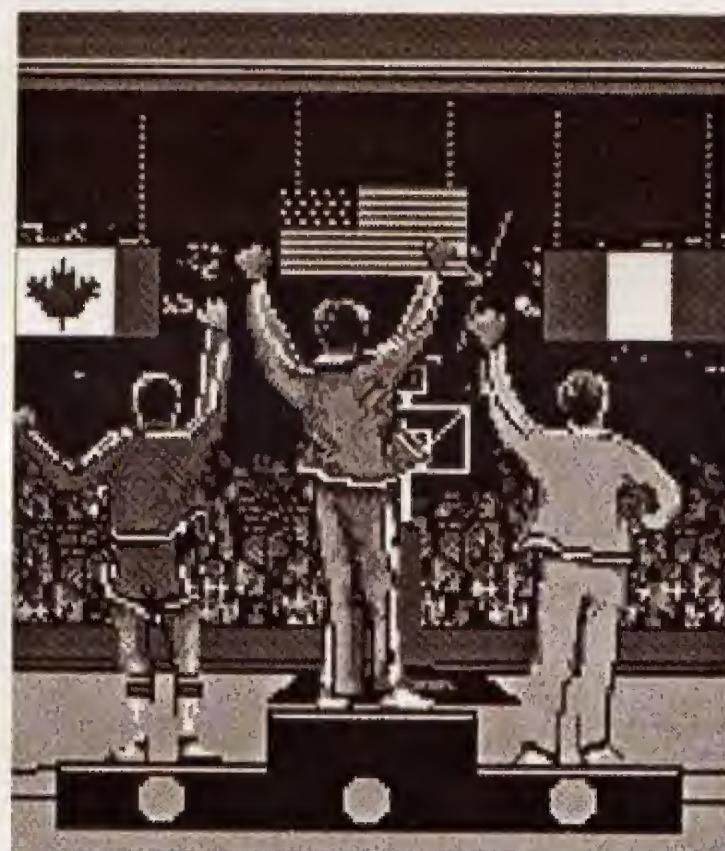
He's back! That hedgehog with an attitude has returned for your Sega Genesis. But this time he's brought a friend. That's right, his sidekick's name is Tails! Why Tails you ask? Well that's pretty obvious, he has two tails. As in the first Sonic adventure, you are pitted against the evil Dr. Robotnick. But in Sonic 2 you must defeat Dr. Robotnick's evil robo-swat team and try to reach the evil doctor and disarm his deadly new "Death Egg" creation. In this 8-Meg sequel, Sonic is empowered with the ability to travel in time. With this factor in mind Sonic 2 already will have more zones, more challenges, and more danger than ever before. Unlike the first game, Sonic 2 is a two-player game, with a very cool split-screen feature! Also, Sonic can run through a corkscrew in one of the zones we previewed. Seeing how the game is only about 25 percent complete, Sonic 2 really looks like a winner!

USA BASKETBALL

(SEGA GENESIS)

Available August 1992

High-End digs deep to get the hot, accurate info and we got the news on this game first! As you know, the *USA Basketball* squad, or the Dream Team as they are also called, are ready to take on the world in Barcelona this summer. EASN, the company that has been at the forefront of sports gaming, is ready to bring all that action home to your Sega Genesis. Roundball's greatest players—Charles Barkley, Michael Jordan, Karl Malone, Patrick Ewing, Larry Bird and others—are going to try to bring home the gold against 30 other countries, and you can do the same. Slam the ball home, stick the jumper, swat the ball away. All-new features and international rules make this another sports winner from the pros at Electronic Arts!



NFL FOOTBALL

**CAPCOM
(SNES)**

Available FALL 1992

Football! Football! Football! Capcom has signed an agreement with the NFL and is ready to bring you the hard-hitting realistic action of the NFL—real teams, colors, logos and symbols for your Super Nintendo Entertainment System. Capcom's NFL Football has a wide variety of features in a professional "simulation" game. The unique features that will be included are: a "practice" mode that will help guide the players through the game to explain how and why certain plays are used; a "Most Valuable Player" mode that will place players in a series of situations with different teams and scenarios; and finally, a "coaching" mode that will allow users to send in the plays from the sidelines! Plus stats, lots of plays, weather conditions, and more. Hopefully, Capcom's NFL Football will live up to all its pre-game hype and anticipation!



WELCOME ADVANCED VIDEO GAMERS!

By Chris Ryu Tang and the Global Gamers

PC ENGINE

Forgotten Worlds (NEC Avenue)

System: PC Engine; Super CD-ROM

Memory: CD

Length: 9 Levels

Type: Shooter

Players: One

Difficulty: 3 Settings Easy-Hard

Back-up RAM: Saves High-Scores and Option Settings

Note: Avenue Pad 3 Included in Package

Originally an arcade game, **Forgotten Worlds** was a unique two-player shooter that featured elaborate controls and unbelievable graphics. Undoubtedly, this was a hard game to convert, and others had failed before. (The Mega Drive version was missing two levels, weapons, enemies, voice and decent gameplay). Anyway, NEC Avenue took on quite a challenge with this conversion, and they did an incredible job on the Super CD-ROM! All of the levels, weapons, intermission graphics and enemies are here! There's even digitized sound effects and more voice than the arcade! There's only one thing that kept this game from perfection—it is only a one-player game.

The game is about two mysterious cyberpunk warriors, valiantly fighting to liberate a fallen world from an evil god and a demon ruler! Fortunately, you do get to choose which hero you want to be, which is important because they are very different. The blue dude is outfitted with a rapid-firing, long-range pulse rifle, while the orange guy is equipped with a wide-range spread shot. Each character can carry an additional satellite weapons shop. The satellite is an orbiting armored weapon pod which can block most forms of enemy firepower. Your character has the ability to fire around him by rotating 360 degrees. The satellite can be swung strategically around the player or it can rotate in conjunction with the player. Being

able to manipulate the satellite weapon is an essential skill in fending off the various enemies you will confront. Shops curiously pop out of the ground before the halfway point in each level. In the shop is your only ally, the cute and beautiful shopkeeper, Sylphie Mirabella. She'll provide you with boss fighting tips as well as purchasing advice. To buy items, you'll need to collect blue zenny coins that are left behind by enemies and hidden in uncovered areas. There are many items available in each shop—the selection varies, so shop wisely and don't miss any vital power-ups!

Some of the items are lifepacks (vitality max increase), life potions (lup), flying stones (speed ups), armor protectors, and much more! As the game progresses, better satellite weapons systems become available. Also, booster items can be purchased to increase the character's normal weapon



firepower. The game takes place in three distinct settings: The Dust World, Pyramid World and Sky Heaven. Each world is divided into three levels, with a world boss confrontation at the end of every third level. There are some unique levels in which you can choose different paths to take on the way to the boss. Some levels scroll vertically, including the last level. The evil demon dictator Bios is the final boss, and it will take persistence and many lives to defeat him!

I played **Forgotten Worlds** thinking that not having two players would ruin the game. Not so! The feel of the arcade game was in there, with gameplay remarkably smooth and refined. Unlike the Mega-Drive version, this shooter is challenging! No infinite continues and no full endings for those wimps who play the easy mode! In the options mode, I later found a



8	9	8	9	9	9
GRAPHICS	SOUNDS	PLAYABILITY	ENJOYMENT	SUSTAINED INTEREST	OVERALL

sound test that played over 80 digitized sound-and-voice effects! There were also two voice modes—the original arcade voice and a redigitized, crystal clear PC Engine voice mode! Included in the box was an Avenue Pad 3 controller that worked great! Considering this game was the same price as most of the other Super CD games, the special controller pack-in with a great game by itself made **Forgotten Worlds** a great value! (The Avenue Pad 3 is a 3-button controller. Button 3 can be used as either "Run" or "Select," and gives the controller a slow-motion feature.) **Forgotten Worlds** is a superior effort that comes highly recommended! ■

Browning (RIOT/TELENET)

System: PC Engine, Super CD-ROM

Memory: CD

Length: 5 Levels

Type: Action

Players: One

Difficulty: Above Average

Browning was one of those games whose first impression blew me away! After an intense 10-minute intro—in English, I expected a lot more than what the game provided. The intro showed all of this storyline unfolding with useless, but neat-looking drama scenes, and lots of flashy mecha shots. Although the characters were well-designed, they really have nothing to do with gameplay! The browning armored combat trooper has the ability to walk, dash, fly, or hover... and that's about it.

The gameplay takes place on a parallaxing horizontal battlefield, and your mecha is walking toward the right side of the screen almost at all times. Your trooper is equipped with a weak, one-shot-at-a-time peashooter! Sadly, there are no power-ups or any auxiliary weapons systems in the entire



game! As for protection, the player is equipped with a shield system that can recharge itself as long as its power is above zero. Control is difficult at first, but it is not impossible. To turn around or dash, you may have to double tap the pad. This isn't bad, but when I first played, I found my character moonwalking all over the place instead of turning the ordinary way. The only effective way to dodge the enemy is to use your rocket packs, which will allow you to fly until they overheat. The overheat is a unique concept that added strategy to the otherwise boring gameplay. Besides the bad weapons, another thing I found disappointing about **Browning** is its length. The levels are extremely short, with only a three-minute time limit on each. Another drawback is that there are only five levels! Despite the existence of infinite continues, this game was pretty challenging and it did take a few tries to beat the higher levels. However, once you beat the game, and see the disappointing ending, it becomes way too easy. This was RIOT's second PC Engine game, and their first action game. Their attempt was admirable, but it didn't fill the bill. ■



6	8	4	4	5	5
GRAPHICS	SOUNDS	PLAYABILITY	ENJOYMENT	SUSTAINED INTEREST	OVERALL

HIGH-END'S 1992 PC ENGINE SUPER CD-ROM GUIDE

THE CD WARS ARE ABOUT TO BEGIN! While Nintendo readies its powerful unit, and while Sega still tries to create a stable title lineup, NEC Home Electronics' PC Engine Super CD-ROM System has been up and running for months now, with many great games to choose from! The Super CD-ROM format is playable in three hardware configurations. Current CD-ROM 2 owners can upgrade their system from Super CD to Super CD-Rom with the use of the Super System Card 3.0, now available for less than \$50 in Japan. PC Engine and CG/CG2/SG/LT users who don't already own a CD-ROM 2 system can get the booster type Super CD-ROM drive (\$240), no system card required. And for those who don't have any PC Engine system, the PC Engine Duo system (\$300) is fully equipped and self-contained, ready for action.

Although the NEC CD-ROM's 2 meg RAM buffer may seem wimpy compared to the monster 6-and 8-meg package that Sega and Nintendo offer, the only drawback is more access breaks. NEC also didn't waste elaborate co-processors and scaling chips. This ensures quality software that's as strong in gameplay as it is in graphics and sound—no lazy programmers for this system! With more than 25 titles currently available, and over 50 more on the horizon, it's no wonder that Sega and Nintendo have a lot of catching up to do in Japan. Turbografx owners rejoice! Here's a taste of the awesome softs that may be available once the Turbografx Duo is released in America!

SUPER CD-ROM MINI REVIEWS...

"DRAGONSLAYER-THE LEGEND OF HEROES"

HUDSON/FALCOM, OVERALL RATING: 8.5

This impressive RPG was created by the same team that developed Y's I-II and III for the old CD-ROM. As in the Hudson/Falcom tradition, this title is excellent, with a gripping storyline, intense music, and smooth gameplay. Players take on the role of Prince Serios, in pursuit of Acudam, the oppressor of the land. This game is not an action-RPG like Y's—Dragonslayer is a true convient battle system. The game could have used some visual cinemas, but overall, it has enough unique items and features to make it outstanding!



POPULOUS-THE PROMISED LANDS

HUDSON, OVERALL RATING: 7.5

This is a great version of the popular simulation game, loaded with extra features and enhancements such as opening visuals and a special "promised lands" mode. The object of the game is to become a successful deity by directing your followers and performing miracles to defeat an evil tribe bent on your tribe's destruction. The Super CD version also features a different "cute" world populated by bomber-men, but check out the bit plains—where the living structures are actually

miniature PC Engine systems! This game is a fun, addicting, long-term challenge that won't wear thin.

R-TYPE COMPLETE CD

IREM, OVERALL RATING: 7

R-Type is back and, on CD, it's the best version ever, with incredible visual scenes throughout, and some of the best music ever heard in a game! This is a remake of the first R-Type; graphics are identical to the PC Engine card versions and the gameplay is the same, with the exception of some lost firepower after the fourth level. . . Too bad they didn't fix the flicker problem. R-Type Complete still succeeds as an enjoyable shooter, with the same challenge and action that made the original a hit!



LADY PHANTOM

Lasersoft-Telenet, Overall Rating: 6

Lady Phantom is a military strategy simulation game with a twist. Instead of commanding an army, you control a group of heavily armed Robotech style mechanism piloted by an elite group of female combatants! There are 10 scenarios and lots of visual scenes with good character design. Unfortunately, there was no two-player mode or anything to sustain my interest after the game ended. Also, there were not enough music tracks.

GATE OF THUNDER

HUDSON, OVERALL RATING: 9



This shooter will set the standard for all others to follow! Exceptional, intense action is combined with an awesome rock soundtrack! The impressive intro unfolds as a planetary colony is destroyed by an evil terrorist empire! Take off as an interplanetary police force

Hunting Dog starfighter to confront the enemy in a side-scrolling shooting maniac's dream! Gate of Thunder also features spectacular digitized voice-and-sound effects in addition to the incredible graphics and gameplay. Huge bosses, powerful weapons and a non-stop enemy attack await on every level—the action just doesn't get any better!

PSYCHIC STORM

LASERSOFT-TELENET, OVERALL RATING: 7

Another shooter, this vertical scroller sneakily incorporates the two-player cooperative elements found in Konami's awesome "Crisis Force" FC title. Four pilots with different transformable attack craft are on a mission to exterminate an evil alien lifeform before it can multiply. The crafts have individual characteristics, and are able to merge and transform a limited amount of times. Transformation grants the player temporary superweapons and protection for a short time period. Although this game has great graphics and special effects, there just wasn't enough to shoot at until the end. The game as a whole was too easy, with no difficult settings.



"FANTASM SOLDIER VALIS I"

RIOT-TELENET, OVERALL RATING: 8

With Valis II, III and IV already available for the old CD-ROM, you'd think Valis V would be next. . . Anyway, Riot has decided to finally complete the series with Valis I, and they did a good job. Learn about Yuko's destiny as a Valis warrior and her battle to save her friend Reiko from the evil Rogles. . . Gone are the levels of pit-falling frustration; the game challenges with tough enemy obstacles in complex level layouts. There's no character switchoffs in this one—it's only Yuko, armed with multiple weapons and magic spells. The animation on Yuko is amazing, and the action is comparable to—or better

than—Valis IV. The visual scenes are nice, with fluid lip movements. A well-made game, Valis is fun if your not already sick of Yuko and the Valis series. Can't wait for Lena's return in part five!



LIST OF SUPER CD-ROM SOFTWARE NOW AVAILABLE IN JAPAN!

SHOOTER

- R-Type Complete CD (IREM)
- Gate Of Thunder (HUDSON)
- Psychic Storm (LASERSOFT-TELENET)
- Forgotten Worlds (NEC AVENUE)
- Super Raiden (HUDSON)
- Star Parodier (HUDSON)
- Spriggan Mark II (NAXAT/COMPILE)
- Hawk F-123 (PACK-IN VIDEO)
- Rayxamber III (DATA WEST)

RPG

- Dragonslayer Eiudensetsu (IREM)
- Tenshi No Uta (RIOT)
- Babel (LASERSOFT-TELENET)
- Tengai Mayko II: Manji Maru (HUDSON)

SPORTS

- Human Sports Festival (HUMAN)
- Dodgeball CD Soccer (NAXAT)
- The Kick Boxing (MICROWORLD)
- The Davis Cup Tennis (MICROWORLD)

STRATEGY/SIMULATION

- Populous-The Promised Lands (HUDSON)
- Lady Phantom (LASERSOFT-TELENET)

ETC.

- Yamamura Misa Suspense (NAXAT)

THE FUTURE OF SUPER CD-ROM HERE'S A LIST OF WHAT'S IN STORE FOR US IN THE WORLD OF SCD!

SHOOTERS

- Acrobat Mission (UPL)
- Super Darius II (NEC AVENUE)
- Space Fantasy Zone (NEC AVENUE)

RPG's

- Dragon Knight II (NEC AVENUE)
- Monster Maker (NEC AVENUE)
- Y's IV (HUDSON/FALCOM)
- Cosmic Fantasy III (LASERSOFT-TELENET)
- Exile II (RIOT-TELENET)
- Allshark (VICTOR/RIGHT STUFF)
- Wizardry (NAXAT)
- Silent Mobius (MEDIA OFFICE)
- Last Armageddon II (BRAIN GREY)
- Xak I-II (RIOT-TELENET)
- Fazius NojyakoTei (HUMAN)
- Evilopolis (HUMAN)
- Sorcerian (VICTOR/FALCOM)
- Record of Lodoss War (HUDSON)
- Dungeon Master-Theron's Quest (VICTOR)
- Burai II (RIVER HILL SOFT)

ACTION

- Space Cruiser Yamato (HUMAN)
- Genocide (BRAIN GREY)
- Gain Ground (NEC AVENUE)
- Bonanza Bros. (NEC AVENUE)
- Chicki Chicki Boys/Mega Twins (NEC AVENUE)
- Dynasty Wars (NEC AVENUE)
- Horror Story (NEC AVENUE)
- Rainbow Islands (NEC AVENUE)
- Wardner's Forest (NEC AVENUE)
- Double Dragon II (NAXAT)

Ranma 1/2 Super Action (MASAYA)
Doraemon Arabian Knight (HUDSON)
Gods (PCM COMPLETE)

SPORTS

- The Pro Yakuza Super (INTEC)
- World Cup Soccer (MEDIA RINGS)
- Zero 4 Champ II (MEDIA RINGS)
- F-1 Circus Special (NICHIBUTSU)
- T.V. Sports Specia (VICTOR)

ADVENTURE

- Gunbuster: Aim for the top! (RIVER HILL SOFT)
- Nadia (HUDSON)
- Loom (VICTOR)
- Galaxy Princess Yuna (HUDSON)
- Adventure Quiz Capcom World (HUDSON)

SIMULATION/STRATEGY

- Super Schwarzbild (KOGADO STUDIO)
- Campaign Daisenyaku (MICRO CABIN)
- Space Cruiser Yamato/Star Blazers (HUMAN)

The CD-ROM world is growing and NEC's lead on the competition is the kind of motivation that will drive Nintendo and Sega to put more quality into their efforts. The results will be impressive—competition titles for all CD systems! Keep reading High-End for the best in Super CD-ROM, Mega CD, and Super Famicom CD news!

SUPER FAMICOM NEWS PARODIUS (KONAMI) RELEASE DATE: JUNE '92

After being blown away by the PC Engine version, Konami is releasing an equally impressive Super Famicom version as well! Both versions look the same, but the sound and music are much improved on the SFC! Look forward to a one-on-one challenge review of parodius and other multiplatform games in future issues!

COMBATRIBES (PALSOFT) RELEASE DATE: JULY

This Technos-licensed fighting game is being converted for the Super Famicom. Gameplay is very similar to Renegade and Double Dragon, both of which will be released later this year.

SUPER ALESTE (TOHO/COMPILE) RELEASE DATE: LATE '92

This epic shooter is from those blasting masters from Compile. Fast-paced shooting action and an ultra-hot soundtrack will be part of this awesome effort. Expect to see an awesome weapons system close to the power-up style of Compile's PC Engine Gunhead title.

MEGA DRIVE NEWS

THUNDERFORCE IV (TECHNOSOFT) RELEASE DATE: 3RD QUARTER '92

The Thunderforce saga continues, with a new ship design. Part four will be eight meg, so expect an incredible game in the Thunderforce tradition! We'll keep you up to date on this hot title!

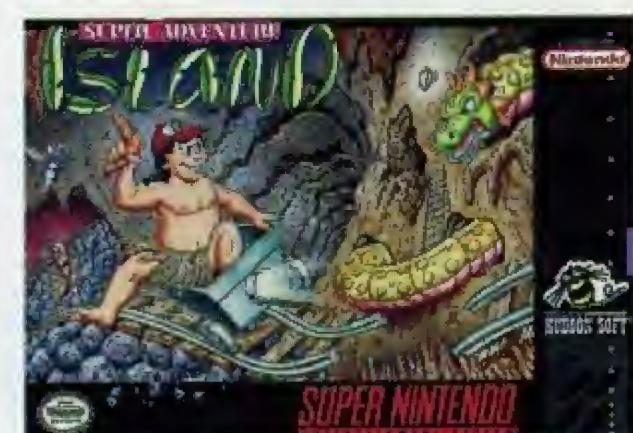
The Master of Adventure!



**SUPER ADVENTURE
ISLAND™**

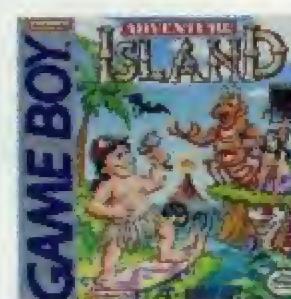
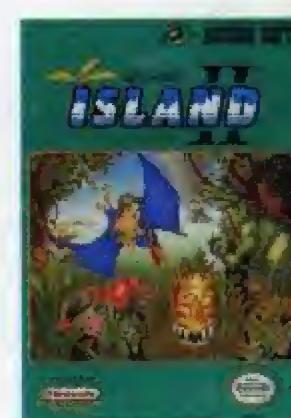
Master Higgins is back in his wildest and greatest adventure of all! He leaps into action to defeat an army of guardian animals and monsters that protect the evil wizard, Dark Cloak! Join Master Higgins as he reaches new heights of excitement on his high flying skateboard. Speed through underground caves in a crazy mine car ride! Go from dangerous tropical shores to the belly of a whale - all in search of his final battle with the wicked sorcerer.

- Secret Bonus Rounds restore power and award points to our high jumping hero!
- Terrible traps and gigantic villains await your next move!



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